Amendments to the Claims

Claim 1 (Original) A method of instructing a user to read musical notation through interaction with a graphical user interface and an input device coupled to a drumpad, comprising the steps of:

a) generating the graphical user interface, having a first position, including a virtual drum set, having a plurality of pads, each pad having a corresponding pad on the input drumpad;

b) incorporating a music file into the graphical user interface, wherein the music file contains data corresponding to an arrangement of at least a first and a second musical note in sequence, having a rhythmic pattern;

c) directing a first game object, representing the first musical note in the arrangement, upward, in a first substantially straight trajectory, toward a first pad on the virtual drumpad, corresponding to the first musical note, such that the first game object will experience a first collision with the first pad;

d) directing a second game object, representing the second musical note in the arrangement, upward, in a second substantially straight trajectory, toward a second pad on the virtual drumpad, corresponding to the second musical note, such that the second game object will experience a second collision with the second bar or pad, according to the rhythmic pattern of the arrangement; and

e) awarding a value to the user based upon the user striking the corresponding key on the input drumpad approximately simultaneously with the first and second collisions.

Claim 2 (Original) The method of instructing of claim 1, further comprising the steps of:

a) rotating the interface to a final position, approximately ninety (9) degrees counterclockwise, once a predetermined threshold of user performance has been met, such that the virtual drumpad is positioned substantially on a left side of the interface, and the first and second game objects move along the first and second substantially straight trajectories toward the virtual drumpad; and

b) introducing a series of visible staff lines defining spaces, where the lines and spaces correspond to the straight trajectories along which the game objects travel toward the virtual drumpad, such that the game objects travel along either the lines or the spaces, until colliding with the virtual drumpad at the corresponding key.

Claim 3 (Original) The method of claim 2, further comprising the step of morphing the game objects into classical musical notation.

Claim 4 (Original) A method of instructing a user to read musical notation through interaction with a graphical user interface and an input drumpad, comprising the steps of:

a) generating the graphical user interface, having a first position, including a virtual drumpad positioned substantially at a top portion of the interface, having a plurality of pads, each pad having a corresponding pad on the input drumpad;

b) incorporating a music file into the graphical user interface, wherein the music file contains data corresponding to an arrangement of a plurality of musical notes in sequence, having a rhythmic pattern, each note being represented by a game object;

c) directing the game objects upward, in substantially straight trajectories, toward keys on the virtual drumpad corresponding to the musical notes;

d) colliding the game objects with the corresponding keys according to the rhythmic pattern of the arrangement;

e) awarding a value to the user based upon the user striking the corresponding key on the input drumpad approximately simultaneously with the collisions; and

f) rotating the interface to a second position, approximately ninety (90) degrees counterclockwise, once a predetermined threshold of user performance has been met, such that the virtual drumpad is positioned substantially on a left side of the interface, and the game objects continue to move along the substantially straight trajectories toward the virtual drumpad.

Claim 5 (Original) The method of claim 4, further comprising the step of introducing a series of visible staff lines defining spaces, where the lines and spaces correspond to the straight trajectories along which the game objects travel toward the virtual drumpad, such that the game objects travel along either the lines or the spaces, until colliding with the virtual drumpad at the corresponding key.

Claims 6-31 (Cancelled)